

## **Carlos Caballero Valdés**

Compositing Artist/Vfx supervisor

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### **BreakDown 2012 Reel**

#### ***Pirates of the Caribbean, on Stranger Tides and in glorious Red One Stereo***

- 001 Captain Barbosa cg peg leg and Bg restoration  
Added wave splash from spare non tracked takes  
Stereo matching to the plate
- 002 New and fantastic Forecastle, deck and prow with a handy skeleton in the bow  
A complete new set of murky sails and ropes well combined with part of the original ones  
Retimed to enhance the speed feeling.  
All in amazing stereo
- 003 Matte paint Bg mountain and cliff, there is a fallen bridge nobody can notice and some vapour clouds.  
All the ground has been replaced using CG, matte painting and some library elements and a lot of warping to match the stereo feeling. And keep the relationship with the plate and the steps of the characters...keep that contact point.  
The same with all the mid ground vegetation.  
It is wonderful to be a stereo gardener.
- 004 More matte painted mountains, cliffs, misty clouds and fallen bridge. With a strong misalignment in the stereo cameras that made us to have to do little miracles to fix it.
- 005 No plate for this, made from scratch. A water element cloned more than 30 times, foam and little waves footage, a good matte that we stretch in comp to the limits and lots of library elements. Very detailed work to create this shot from nothing and with total creative freedom.  
I love this shot
- 006 In this I was my lead, no more shots in this sequence.  
Shot at dusk and planned to be midnight. Transforming the pinky warm sunset of Puerto Rico on a cool night sky with a very full moon behind the clouds. Reflections on the surface of the sea and a CG of old Cadiz city complete the illusion.
- 007 Mist over the pond, more soldiers everywhere, and the fall and impact of the big rocks, that looked very light and bouncy in the plate, and lots of dust and projected mist. Easy.

#### ***Narnia, The voyage of the Dawn Trader the converted stereo***

- 008 Brand new sea smashing the boat and a bit of mist to replace unconvincing cg.  
Key and colour grading as usual.
- 009 Background, splash and atmospheric effects, key and a bit of grading and light for our warriors.
- 010 Water effects at the end of the shot, using library elements over the CG ones and making the stereo feeling more enjoyable.
- 011 Almost full CG, compositing, atmospheric effects and that spooky background.  
Run Edmund, run!
- 012 Comp plus atmospheric and lighting effects, faking the effect of the fire breath of the dragon in the foreground and background. lots of animated mist layers.
- 013 Atmospheric and lighting effects, and a wonderful creepy Bg to enhance the spooky feeling.
- 014 CG monster and loads of messy rain. A bit of grading and relighting mainly in the mouth and head. Bg and some atmospheric effects.
- 015 A easy close up comp with a bit of beauty treatment

- 016 Background, Cg monster and ship, and some splash completed with a lot of splashes from the library and an ultra retimed key. Some relighting on the CG elements and added wetness and drip water.
- 017 CG ship, CG Serpent augmented 3 times the size of the original cg, layout was a bit lazy that morning, and warped to give it some action, loads of water from the library and some extra footage soldiers complete the shot. We need to animate the fall of Edmund to match the new layout.
- 018 Caspian got a new sea mixed cg and library, spooky BG and mist. The Ship is a mix between the plate and wider take of the ship from other shot all stabilised and match moved to this one.

### ***Xmen, First Class***

- 019 just a flying anchor dripping water over a ship just before the destruction...
- 020/021 Look dev of the lights under the water and the feeling of the submarine. This shots were finished by someone else.

### ***Captain America, the first avenger***

- 022 Key, Bg mountain, mixing mate, cg and plate, atmospheric effects and a bit of retiming.
- 023 more of the same, this shot was finished by someone else.
- 024 key, Bg CG bridge, snow elements and cg clouds, We need to retime the CG clouds, multiply them 10 times and make them match to the shot movement cos the director asked for more speed feeling.

### ***Wrath of Titans***

- 025 Wings for the horse, and dust all around
- 026 Top clouds, atmosphere and some fixings over this marvellous work of one of my fellow comper.
- 027 Full Cg Perseus and Pegasus, added atmosphere, clouds, crowds of soldiers in different depths, fire and destruction in the valley.
- 028 Matte painted temple heavily enhanced in comp, relit and added smoke, dust clouds and lots of details

### ***Total Recall***

- 029 Luminance Key, Light effects, Glass recreation and Bg adapted from other shot
- 030 Almost full cg, Relighting of all the buildings, Atmosphere, Details, light effects and that little guy in the middle
- 031 Key and relight of CG, some animation on the police lights and effect over the CG, Bot mechanisms .
- 032 Cleaning of all the rails, cables and other mechanisms, CG cars and Matte paint. Replacement real car with Cg ones Effects, recover the Bus glass and loads of little tweaks.
- 033 Chroma BG, relight buildings, atmospheric effects, rain on wall.

### ***Prometheus***

- 034 Look dev. Relight Matte, atmospheric affects and mood.
- 035 Fix stereo problems on CG and relight. Add Characters and retime acting. Atmos and light.
- 036 Kill the bad lady. Add stereo cracks on the floor, dust and flying soil. Animate light change and light on the helmet.
- 037 Almost kill the good one. Same than previous shot.
- 038 Relight Matte. Atmos and light, Trust light animation and dust effect. This shot was finish by other comper.

**Other works**

***Planet 59***

Full Cg movie

Multipass compositing.

Scene definitive mood. Atmospheric effects, lights and deep of focus. Improvement and development of post-production effects.

Fx integration. Continuity control of colour and mood.

***VFX supervision Docegatos***

On set supervision and technical shooting. Pre visualisation of draft composition and editing on set.

Quality control and technical workflow of the final result and mediation between the client and the technical artists.

Work done under the direction of Julio Gutierrez main Producer of Docegatos

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